

In [5]: `import random`

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In [8]: player1= input("select rock, paper, scissor :")
player2= random.choice(["rock","paper","scissor"])

print("player 2 selected: ", player2)

if player1 == "rock" and player2 == "paper":
    print("player 2 won")

elif player1 == "paper" and player2 == "scissor":
    print("player 2 won")

elif player1 == "scissor" and player2 == "rock":
    print("player 2 won")

elif player1 == player2:
    print("tie")

else:
    print("player 1 won")

select rock, paper, scissor :paper
player 2 selected:  scissor
player 2 won
```

In []:

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